CS105 – Homework 7
Due Thursday, Oct. 5 at class time.

In my outbox and on the class assignments web page you will find an Alice world called hw7_world.a2w. This is the initial world from the “scuba diver chasing shapes” example from class. I have added a triangle shape to the world. (Really, it’s a cone, because there wasn’t a simple triangle, but it is named “triangle.”) You are to write a program with the following characteristics

1. The scuba diver’s favorite color is still yellow. He likes shapes in the following order: square is favorite, triangle next favorite, circle least favorite. The diver should only move if a more-favored shape than the one he is currently standing near turns yellow.

2. Expand the color changing code from class so that three colors are selected with roughly equal probability. Yellow should definitely still be one of the colors.

3. Have the diver say something before deciding whether to move, and after the loop completes. This can help us tell if the code is working properly.

4. Write appropriate comments in your code to explain what should be happening.